

A GAME FROM LUDOVIC MAUBLANC AND BRUNO CATHALA FOR 2 TO 5 PLAYERS

ANCIENT RUINS

*Requires the
expansion*

CYCLADES MONUMENTS

*In the Cyclades islands, legendary Monuments
have been left derelict, devastated by time and war.
Restore these ruins to their former glory!*

CONTENT

2 Ruins
tokens and the
corresponding
Ruins tiles.

SET UP OF THE RUINS TOKENS

At the end of the first offerings phase and before actions are performed, the player who has chosen Apollo picks two different islands (or territories if playing with the Titans expansion) which are not controlled by any player and places a Ruins token on each.

Note: If more than one player have chosen Apollo, whoever receives the prosperity marker gets to choose where to place the Ruins.

CONTROLLING THE RUINS

When a player takes control of an island containing a Ruins token, he randomly draws a Monument card amongst the unused Monuments set aside at the beginning of the game. He places the card face up in front of him and places the tile matching the Ruins token on top.

This player ALONE is allowed to build that Monument following the usual rules but can only place it on the island with the Ruins token.

When another player conquers the island, he seizes the card at the same time. Now he only can build the Monument on this island. As soon as the Monument is built, the Ruins token and the corresponding tile are both removed from play.

